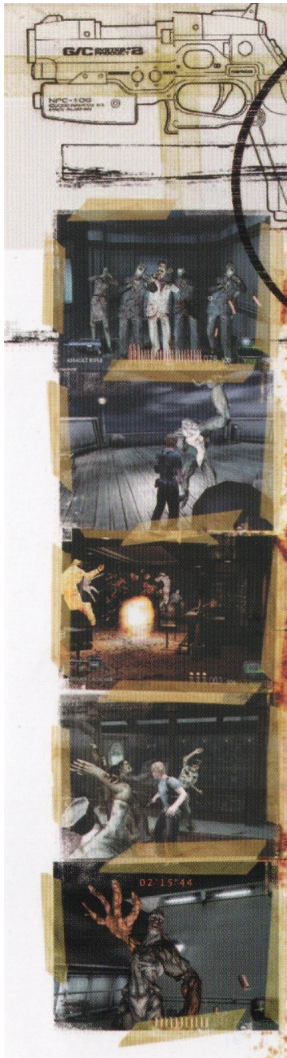
RESIDENT EVIL DEAD AIM



THE FIGHT CONTINUES: WITH S.T.A.R.S. GETTING EVER CLOSER, THE UMBRELLA CORPORATION HAS MOVED MANY OF ITS ACTIVITIES AWAY FROM THE MAINLAND AND IS PLANNING NEW EXPERIMENTATIONS AT SECRET LOCATIONS.

ENTER BRUCE MCGIVERN – PURSUIT TEAM AGENT SENT TO INFILTRATE A HIJACKED LUXURIOUS OCEAN LINER, AS IT SAILS ACROSS THE ATLANTIC OCEAN, AND INVESTIGATE ITS LINK TO UMBRELLA...

- RESIDENT EVIL IS BACK ON THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM IN THIS TERRIFYING GUN SHOOTER GAME.
- TWO DIFFERENT GAMEPLAY PERSPECTIVES – SHOOT IN A FIRST PERSON VIEWPOINT AND EXPLORE IN THIRD PERSON PERSPECTIVE.
- INTENSE BLEND OF ACTION AND PUZZLE SOLVING COUPLED WITH BREATHTAKING GRAPHICS AND SOUND.
- DEADLY ARRAY OF WEAPONS AVAILABLE INCLUDE A HANDGUN, ASSAULT RIFLE, GRENADE LAUNCHER AND PARTICLE RIFLE.
- G-CON™2 AND G-CON™45 CONTROLLER SUPPORT.

1 Player • Memory Card (8MB) (for PlayStation®2) : 145KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible
Optional Controller(s): SLEH-00007

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DVD ROM

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This software is only compatible with the PlayStation®2 computer entertainment system and PAL

PAL

PlayStation®2

Resident Evil™ Dead Aim

SLES 51448

0920947

PlayStation®2

PAL

RESIDENT EVIL™ DEAD AIM

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G-con 2

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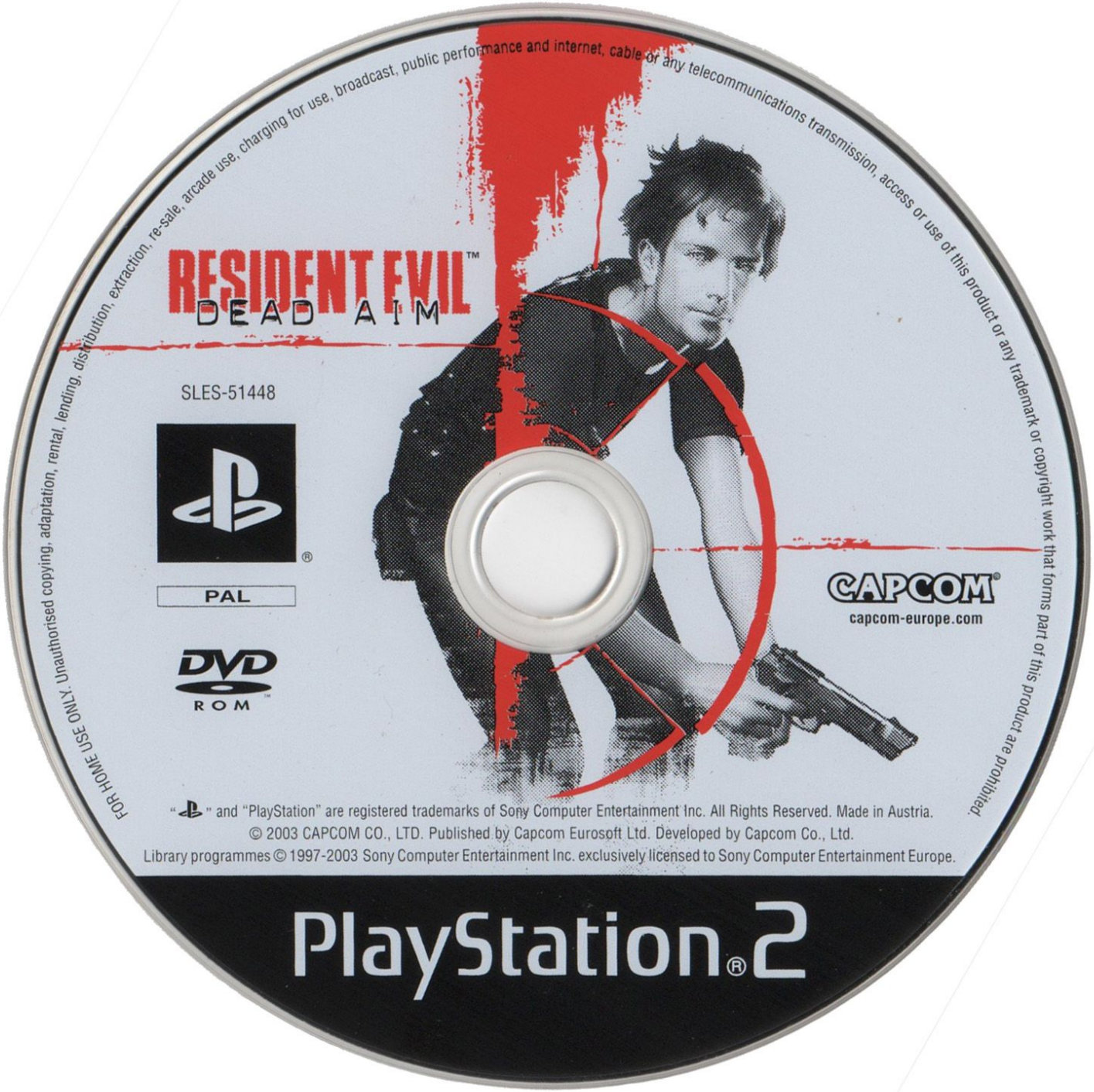
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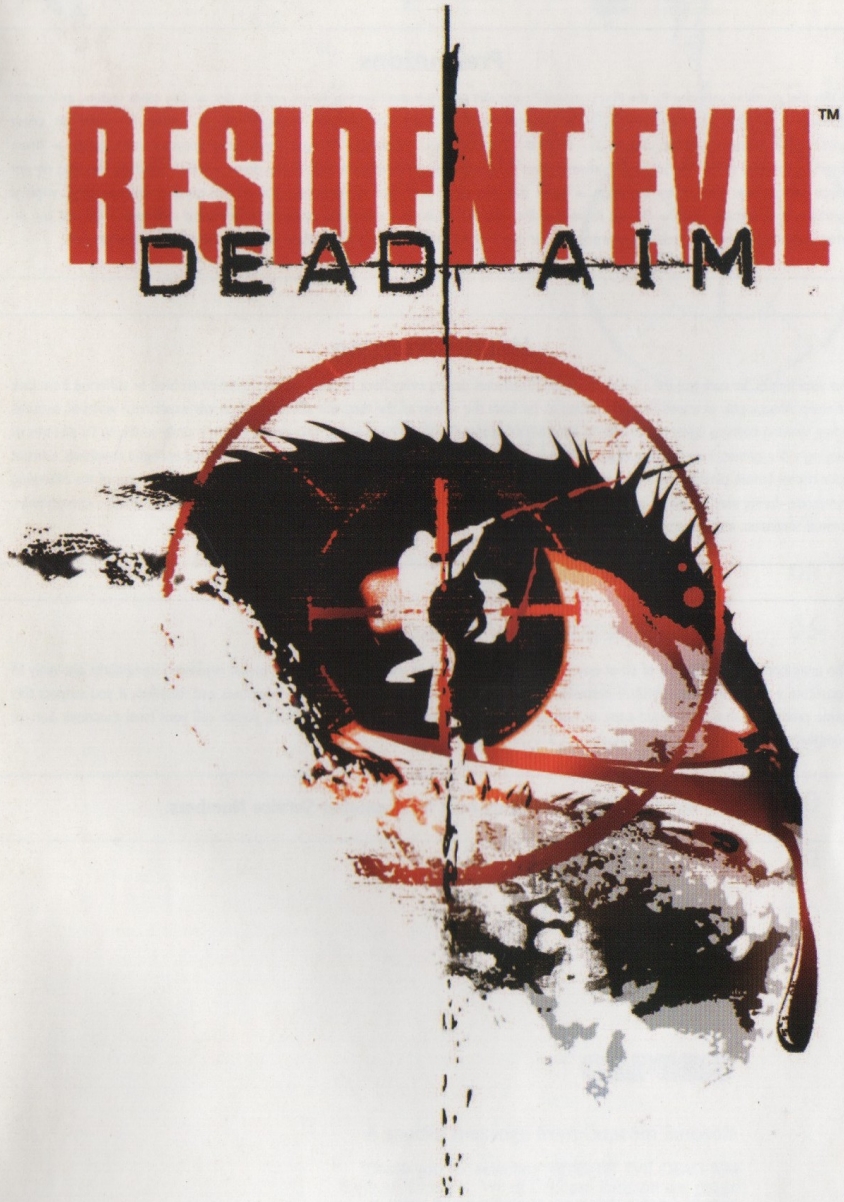
PlayStation 2

RESIDENT EVIL™

DEAD AIM



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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51448

1 Player • Memory Card (8MB) (for PlayStation®2) : 145KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible
Optional Controller(s): SLEH-00007

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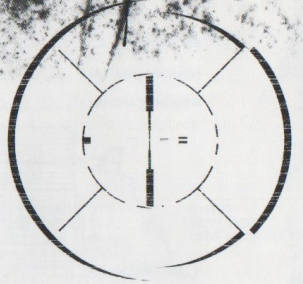

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A special message from Capcom Eurosoft.

Thank you for selecting RESIDENT EVIL DEAD AIM for your console. We at Capcom Eurosoft are proud to bring this addition to your video game library.

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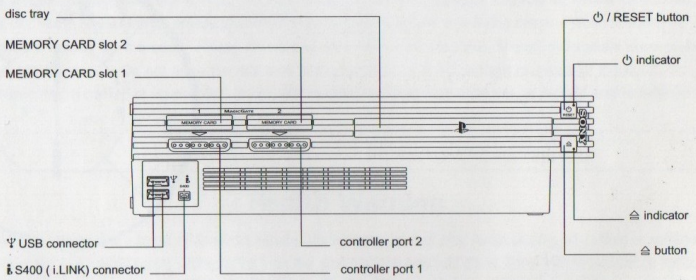


Setting Up

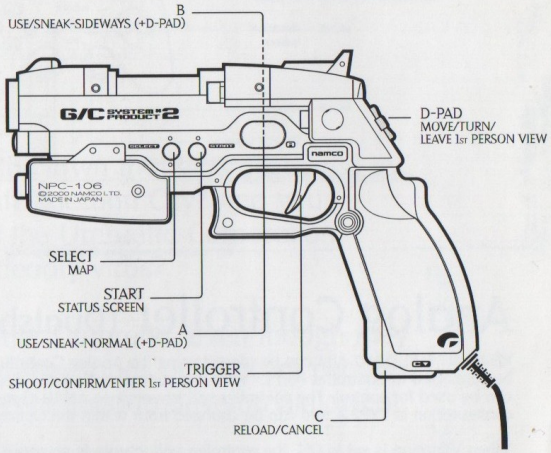
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual.
It is advised that you do not insert or remove accessories or your memory card (8MB) (for PlayStation®2) once the power is on.
Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Attach game controller and other accessories as appropriate. Now, make sure the MAIN POWER switch (located at the back of the console) is turned on and press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the RESIDENT EVIL DEAD AIM disc on the disc tray with the label facing up. Press the ⏏ button again and the disc tray will close.

RESIDENT EVIL DEAD AIM is also compatible with the G-Con 45™controller. For set up, follow the same procedure as the G-Con™2 controller (see page 8). Please note that an Analog Controller (Dualshock®2) must be inserted into controller port 1 and the G-con 45™controller into port 2.

Controls

G-Con™2 Controller



GUN

To Aim and Shoot: TRIGGER button

Reload: C button (or pull the trigger button while pointing the controller away from the screen)

MOVE

Forward: Directional button UP

Backward: Directional button DOWN

Right turn: Directional button RIGHT

Left turn: Directional button LEFT

SNEAK (Normal)

Directional buttons while holding the A button.

SNEAK (Parallel)

Directional button, while holding the B button

INVESTIGATE/OPEN DOORS

A button (or B button), while in front of a suspicious location.

AUTO AIM

(when sensor response is present)

Directional button, Left or Right, to automatically bring an enemy into your field of vision.

180° TURN

180° TURN: Rapidly press the down directional button twice.

EMERGENCY EVASION

A button or B button just as the enemy's attack is about to strike.

STATUS SCREEN

Start button

MAP SCREEN

Select button

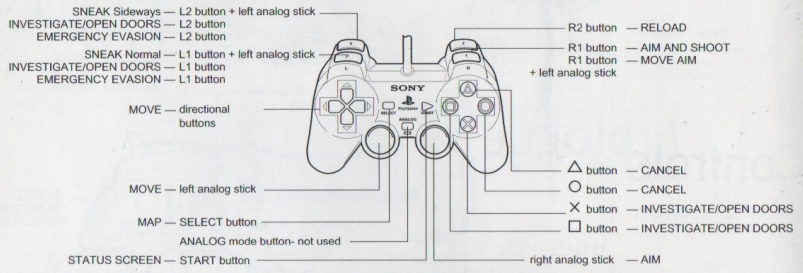
OTHER CONTROLS

DECIDE button: Trigger

CANCEL button: C button

To change the settings for options: Directional button

To start the game from the Title Screen: START button



Analog Controller (Dualshock®2)

RESIDENT EVIL DEAD AIM can be played using the Analog Controller (DUALSHOCK®2). The controller should be connected to Controller Port 1. With this controller, both the directional buttons and the left analog stick can be used for control. The controller will always use ANALOG mode (Indicator: red). The default configuration is TYPE A and can be changed from within the Options Menu. (see page 12).

When Vibration is set to ON, the controller will vibrate in response to the player movement. You can turn Vibration ON/OFF in the Option Menu (see page 12).

GUN
To Aim and Shoot: R1 button
To move the aim: Right analog stick
Reload: R2 button

MOVE
Forward: Directional button, Left stick UP
Backward: Directional button, Left stick DOWN
Right turn: Directional button, Left stick RIGHT
Left turn: Directional button, Left stick LEFT

SNEAK (Normal)
Directional button (or Left analog stick), while pressing down L1 button.

SNEAK (Sideways)
Directional button (or Left analog stick), while pressing down L2 button.

INVESTIGATE/OPEN DOORS
○ button (or × button, L1 button, or L2 button), while in front of a suspicious location.

AUTO SEARCH (when sensor response is present)
Directional button (or Left analog stick), Left or Right, to automatically focus the aim on an enemy close by.

180° TURN
Rapidly press the down directional button (or Left analog stick) twice.

EMERGENCY EVASION
L1 button or L2 button right as the enemy's attack is about to strike.

STATUS SCREEN
START button

MAP SCREEN
SELECT button

OTHER CONTROLS
DECIDE button: □ button or × button
CANCEL button: △ button or ○ button
To change the settings for options:
Directional button (or Left analog stick)
To start the game from the Title Screen:
START button

NOTE: RESIDENT EVIL DEAD AIM can also be played using a USB mouse, if used together with an Analog Controller (DUALSHOCK®2).

Prologue

You remember the town that was destroyed by the T-virus, right? Raccoon City? And you understand that the Umbrella Corporation developed this deadly virus?

And you know that Umbrella, even though they had the blood of thousands of innocent people on their hands, continued to develop biological weapons?

Well, what happened next was the inevitable outcome of their continued experimentation.

Three days ago...

The T-virus was stolen from the safe where trial drugs are kept at the Paris branch of the Umbrella Pharmaceuticals Development Centre.

Then yesterday, in the Atlantic Ocean...

A luxurious ocean liner carrying VIP's from many countries was hijacked. And the ship just happens to be owned by Umbrella.

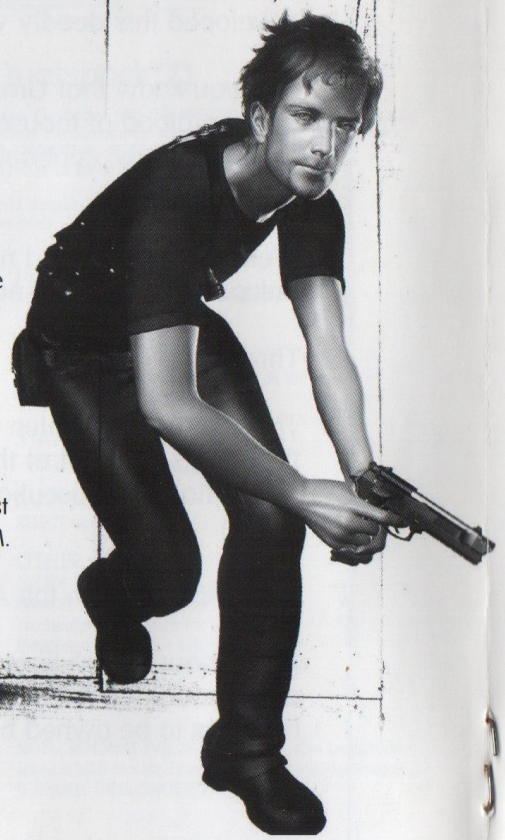
Characters

Name: Bruce McGivern

Age: 27

Occupation:
Covert operator for the Anti-Umbrella Pursuit Investigation Team of the United States Strategic Commander (U.S. STRATCOM).

Personal information:
McGivern has a strong sense of justice when on covert operations.
He often acts recklessly – without concern for his own life – in order to do what is right. Bordering on 'out of control' McGivern does a first class job for U.S. STRATCOM.



Name:
Fongling

Age: 25

Occupation: Covert operator for the Safety Department of China.

Personal information: Arrested her own brother, a democracy activist, as ordered by her government. Her brother was executed that very same day but she harboured no grudge against her superiors. Since then Fongling has little to no emotional feeling and has become the top operator for the Chinese government.

Name: Morpheus D. Duvall

Age: 32

Occupation:
Ex-member of the Umbrella Research and Development Department.

Personal information:
The criminal group that seized the T-virus consisted of fanatical worshippers of Morpheus. Under his orders they easily hijacked the ocean liner in help of the cause. But Morpheus was then crazy enough to make his trusted followers the prey of T-virus.

GETTING STARTED

SETTING UP YOUR G-Con™2

The following is the procedure for using the G-Con™2:

- Set up the G-Con™2 controller according to the instructions within the instruction manual before starting the game.
- Once the game has booted up the Aim Adjustment Screen will appear.
- A target will be displayed in the centre of the screen. Shoot while aiming at the object.
- Shoot directly in front of the TV from close range. Shooting from an angle may cause the game to function incorrectly.
- A target will be displayed to the upper left. Shoot again while aiming at the object.
- The aim setup is now complete. Point the G-Con™2 at the TV screen, and confirm the position of your aim.
- The aim can be re-adjusted by pressing the A or B button.
- Use the START button to move to the next screen.
- You can adjust the aim using the "ADJUST GUN" option within the options menu. If you re-start the game without adjusting the aim, the sights may be off.

SELECT MODE SCREEN

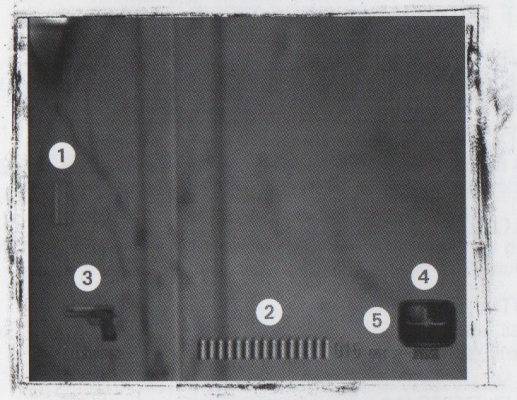
On the Title Screen, push the START button. The Select Mode Screen will appear.

LOAD GAME: Re-start the game using saved data.

NEW GAME: Start a new game.

OPTION:Select various settings available in the game.

In-game Screen



1. Sensor (responds if it senses the enemy).
2. Number of bullets loaded in the current weap
3. Weapon in use.
4. Electrocardiagram (player's condition).
5. Number of bullets remaining for the current weapon in use.

GAME OVER

You will die if you take a certain amount of damage from enemies.

SAVE

By using the typewriter located somewhere in each stage, you can save your progress. In order to save your game you will need a memory card (8MB) (for PlayStation®2). It will take at least 130KB to save a game. It is advised that you do not remove the memory card (8MB) (for PlayStation®2) or controller, reset or switch off the console while you are in the middle of saving/loading a game.

Gameplay

1ST PERSON PERSPECTIVE

SWITCHING PERSPECTIVE:
Press the R1 button or TRIGGER button when in 3rd person to enter 1st person.

SHOOT
Pull the TRIGGER button or press the R1 button while aiming at the screen.

RELOAD
Push the C button or the R2 button to reload, or pull the TRIGGER button while pointing the controller away from the screen.

AUTO AIM (when sensor response is present)
Press Left or Right directional button to automatically bring an enemy into your field of view.

3RD PERSON PERSPECTIVE

SWITCHING PERSPECTIVES:
Press the UP or DOWN directional button when in 1st person to enter 3rd person.

MOVE:
Use the directional buttons or the left analog stick.

INVESTIGATE:
Press the A/B button or the L1 / L2 button in front of the location you wish to search.

SNEAK (Normal):
Press the A button or L1 button + Directional button.
Sneaking makes it more difficult for the enemy to detect you.

SNEAK (Sideways):
Press the B button or L2 button + Directional button.

QUICK TURN (180° turn):
Quickly press the Down Directional button twice.

EMERGENCY EVASION:
Press the A; B; L1; or L2 button as the enemy is about to attack you. This allows you to escape from an enemy attack in a critical situation.

Status Screens

You can display the Status Screens during the game by pushing the START button.

MAP
Once you obtain a map in one of the stages, you can view a map of the entire area and a detailed map of the area around the player.

FILE
Displays information such as a file obtained in one of the stages.

WEAPONS
Select the weapon you wish to use.

AMMUNITION
Check your current level of bullets.

HEALTH (RECOVERY) & KEY ITEMS
You can check the items you have obtained. You can also select and use recovery items here.

WEAPON IN USE
Displays the weapon that is currently in use.

CHARACTER
Displays the character currently being played.

ELECTROCARDIOGRAM
Displays the player's condition.

OPTIONS
You can change various settings available in the game.

EXIT
Brings you back to the game.

ITEM MESSAGE
Displays information on an item.

Options

This mode allows you to change the general settings of the game.

AIM ADJUST
You can adjust the aim for the G-con™2 or G-con™45 controller.

G-con™2 CONFIG
You can select one of the two types of available button settings for the G-con™2 .

CONTROLLER CONFIG
You can select one of the two types of available button settings for the Analog Controller (DUALSHOCK®2).

MONITOR SETTINGS
Adjust the brightness of your TV.

SCREEN ADJUST
If the centre of the game screen does not line up with the center of the TV screen, you can adjust the position of the game screen using this feature.

SOUND
You can set your sound to Stereo/Mono.

VIBRATION
You can select to turn the vibration feature ON/OFF.

RESTART
Ends the game and returns back to the Title Screen.

EXIT
Returns back to the previous screen.

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- **Sverige** _____ **08 587 822 40**
  Free. Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
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